

Claims:

1. A method of loading a music player with music, comprising:
receiving a requested music file through a wireless communication.
2. The method of claim 1, further comprising storing the requested music file
into non-volatile memory.
3. The method of claim 2, wherein storing the requested music file includes
storing the requested music file in a flash memory array.
4. The method of claim 1, further comprising loading the requested music file
onto a database coupled to an internet service provider.
5. The method of claim 1, further comprising requesting the requested music
file from an automobile.
6. The method of claim 5, further comprising receiving a request with a
receiver coupled to another automobile.
7. The method of claim 1, further comprising transmitting the requested
music file from an automobile.

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8. The method of claim 1, further comprising transmitting the requested music file from a computer.

9. The method of claim 1, further comprising receiving a Bluetooth™
5 communication comprising at least a portion of the requested music file.

10. The method of claim 1, further comprising receiving a cellular communication comprising at least a portion of the requested music file.

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11. An apparatus comprising:

a receiver adapted to receive a wireless communication; and
a storage medium, wherein the apparatus is adapted to store a requested music file received by the receiver.

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12. The apparatus of claim 11, wherein the receiver is adapted to receive a Bluetooth™ communication.

13. The apparatus of claim 11, wherein the storage medium comprises flash memory.

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14. The apparatus of claim 11, wherein the apparatus is adapted to play the requested music file.

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15. The apparatus of claim 11, wherein the apparatus is further adapted to request the requested music file from a peer-to-peer network.

Sub 1317
16. A method comprising:

requesting a music file through a first wireless communication;
receiving at least a portion of the music file through a second wireless
communication; and
5 storing at least a portion of the music file in a non-volatile memory.

17. The method of claim 16, further comprising playing the music file.

Sub 1317
18. The method of claim 16, further comprising storing at least two music
files on a database coupled to a wireless communications network, wherein
receiving at least a portion of the music file includes receiving at least a portion of
the music file from the database.

Sub 1317
15 19. The method of claim 18, further comprising transferring the database
from a computer to a server, the server being coupled to the wireless
communications network.

20. The method of claim 16, wherein requesting a music file includes
requesting a music file from a peer-to-peer network.